

```

//[會子手遊戲/Hangman Judge]
#define IN "P0404IN.txt"
#define OUT "P0404OUT.txt"
/*****
#include <iostream>
#include <time.h>
using namespace std;
void redir(void);
/*****
/* Work Space*/
#include <string>
/*****
int main(void)
{
    redir(); //redirection
/*****
/* Work Space*/
    int rnd; //不要用round命名,以免和函數round()混淆
    string s1, s2;
    int win, lose;
    int left;
    int chance;
    int i, j;
    int bad;

    while(scanf("%d", &rnd)==1 && rnd != -1){
        cin >> s1 >> s2;

        win = lose = 0;
        left = s1.length();
        chance = 7;

        for(i=0; i<s2.length(); i++){
            bad = 1;
            for(j=0; j<s1.length(); j++){
                if(s1[j] == s2[i]){
                    left--;
                    s1[j] = ' '; //猜一個已經猜過的字母也算錯
                    bad = 0;
                }
            }
            if(bad) chance--;

            if(!chance) lose = 1;
            if(!left) win = 1;

            if(win || lose) break;
        }

        printf("Round %d\n", rnd);
        if(win){
            cout << "You win.\n";
        }else if(lose){
            cout << "You lose.\n";
        }else{
            cout << "You chickened out.\n";
        }
    }
/*****
    freopen("CON", "r", stdin); //取消重新導向
    freopen("CON", "w", stdout);

```

```
printf("Time used = %.2f\n", (double)clock()/CLK_TCK); //傳回程式目前為止執行的時間

system("pause");
return 0; //the end...
}

void redir(void)
{
    freopen(IN, "r", stdin);
    freopen(OUT, "w", stdout);
}
//*****
/* Work Space*/
//Input(IN) Sample
/*
1
cheese
chese
2
cheese
abcdefg
3
cheese
abcdefgij
-1
*/
```